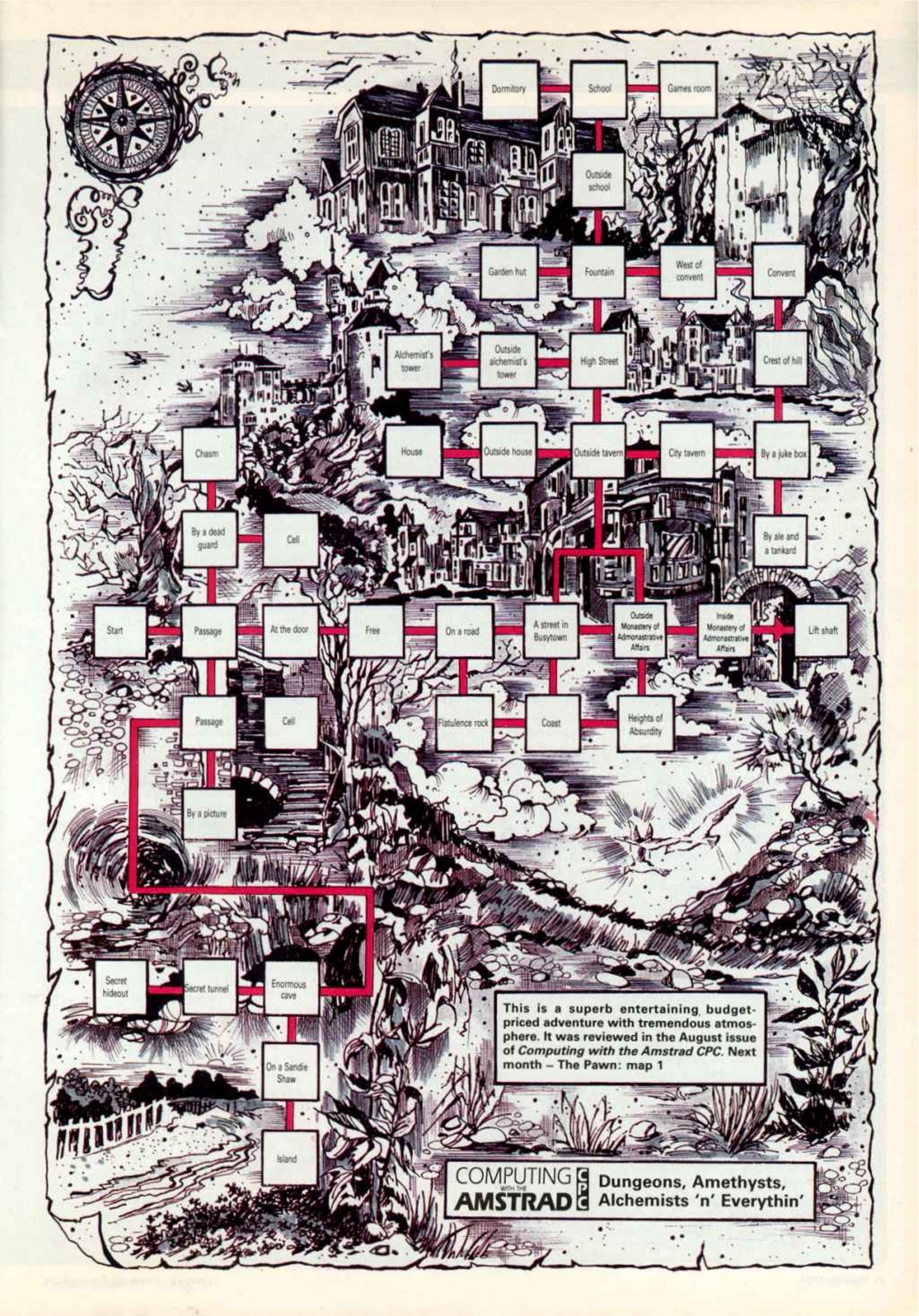

Dormitory
School
Games room
Outside school
Garden hut
Fountain
West of convent
Convent
Alchemist's tower
Outside alchemist's tower
High Street
Crest of hill
Chasm
House
Outside house
Outside tavern
City tavern
By a juke box
By a dead guard
Cell
By ale and a tankard
Start
Passage
At the door
Free
On a road
A street in Busytown
Outside Monastery of Admonastrative Affairs
Inside Monastery of Admonastrative Affairs
Lift shaft
Passage
Cell
Flatulence rock
Coast
Heights of Absurdity
By a picture
Secret hideout
Secret tunnel
Enormous cave
On a Sandie Shaw
Island
This is a superb entertaining budget-priced adventure with tremendous atmosphere. It was reviewed in the August issue of *Computing with the Amstrad CPC*. Next month – The Pawn: map 1
COMPUTING WITH THE AMSTRAD CPC
Dungeons, Amethysts, Alchemists 'n' Everythin'